

COMING TO THE SEGA DREAMCAST™

THE MUMMY™



www.universalinteractive.com

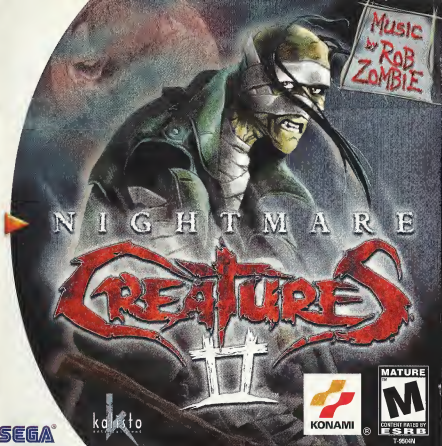
Konami of America, Inc., 1480 Bridge Parkway, Redwood City, CA 94065 www.konami.com

"The Mummy" Interactive Game © 2000 Universal Interactive Studios, Inc. TM Universal Studios. Licensed by Universal Studios Licensing, Inc. Developed by Rebellion Interactive Limited. Nightmares Creatures II TM & © 2000 Kalisto Entertainment, S.A. Produced by Universal Interactive Studios, Inc. Published and distributed by Konami Co., Ltd. Konami is a registered trademark of Konami Co., Ltd. All rights reserved. Sega is registered in the US Patent and Trademark Office. Sega Dreamcast, the Dreamcast Sport, are trademarks of SEGA. Sega of America, P.O. Box 7639, San Francisco, CA 94112. All Rights Reserved. Programmed in Japan. Made and printed in the USA. WARNINGS: Operators only with NTSC televisions and Sega Dreamcast systems purchased in North and South America (except Argentina, Paraguay and Uruguay). Will not operate with any other television or Sega Dreamcast system. Product covered under one or more of the following U.S. Patents: 5,600,374; 5,555,170; 5,527,255; 5,558,172; 4,742,485; 4,454,584; 4,182,878; No. 35,859; Japanese Patent No. 2872538; (Patents pending in U.S. and other countries); Canada Patent No. 1,783,276. The ratings icon is a trademark of the Interactive Digital Software Association.



SEGA

SEGA



kalisto
entertainment



T-9504M

WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION

Anyone who uses the Sega Dreamcast™ should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast™ before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast™.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast™:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast™ GD-ROM disc is intended for use exclusively on the Sega Dreamcast™ video game system. Do not use this disc in anything other than a Sega Dreamcast™ console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST™ VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast™ video game system. Do not attempt to play this GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast™ video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

CONTENTS

Getting Started	2
Using The Controller	3
Prologue	7
Starting The Game	8
Saving/Loading A Game	9
Reading The Game Screen	10
Explanation of Windows	12
Weapons, Powerups, and Items	14
Characters	18
Credits	20
Music Credits	22
Consumer Support	24
Notes	25
Warranty	29



GETTING STARTED

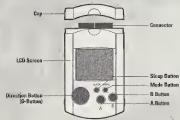
Set up your Sega Dreamcast according to the instructions in its Instruction Manual. Make sure the power is OFF before inserting or removing a GD-ROM. Insert the **NIGHTMARE CREATURES II** disc and close the disc cover. Insert a game controller and turn on the Sega Dreamcast. Follow the on-screen instructions to start a game.

Memory Cards

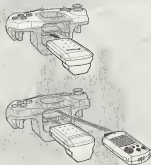
To save game settings and progress, insert a Memory Card [Visual Memory Unit (VMU) sold separately] into Expansion Slot 1 on the Sega Dreamcast Controller before starting play. You can load your saved games from the same VMU, or from any VMU containing previously saved **NIGHTMARE CREATURES II** games. For more information on saving and loading, see page 9.

NOTE: **NIGHTMARE CREATURES II** uses 29 blocks of Memory Card data to save each game. Make sure there are enough free blocks on your Memory Card before commencing play. Do not insert or remove a Memory Card while saving/loading games or after the power has been turned ON.

VISUAL MEMORY UNIT (VMU)



SEGA DREAMCAST JUMP PACK™



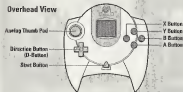
USING THE CONTROLLER

NIGHTMARE CREATURES II is a 1 Player game and uses Control Port A.

NOTE: Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may interrupt the controller initialization process and result in malfunction.

SEGA DREAMCAST CONTROLLER

Overhead View



Forward View



SEGA DREAMCAST ARCADE STICK



SEGA DREAMCAST JUMP PACK™

• Always use Expansion Slot 2 when using the Jump Pack with the Sega Dreamcast Controller. If the Jump Pack is inserted in Expansion Slot 1, it will not connect properly with the controller, and it may fall out during gameplay or operate incorrectly.

SPECIAL NOTE FOR ALL CONTROLLERS

To return to the title screen at any point during game play, simultaneously press and hold the **A**, **B**, **X**, **Y** and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

Exploration Mode Controls (default configuration)

Move/Run	Direction Button or Analog Thumb Pad.
Jump	X Button.
Kick/Squash/Knock Down Objects/Open Unlocked Doors	Y Button.
Axe Attack/Break Objects/Open Unlocked Doors	A Button.
Start/Pause/Resume	Start Button.
Climb Ledge	X Button.
Grab Ledge	If a jump is required to reach a ledge, use the Direction Button or Analog Thumb Pad to aim for the ledge after performing a jump. Wallace will grab onto the ledge if its within reach. Holding the X Button down during an unexpected fall may increase your chances of grabbing a ledge to break the fall.
Climb Ladders	Approach ladder using Direction Button or Analog Thumb Pad. Climbing commences automatically when player reaches ladder.
Underwater Movement	Direction Button or Analog Thumb Pad. To reflect accurate underwater controls, ascension and descension controls are reversed.
Swimming	Hold down X Button underwater to move forward.
Swim to surface/Dive	A Button.
Swim on surface	Swim to surface by pressing the A Button. Use the Direction Button or Analog Thumb Pad to move on water.

Exit underwater to land	Swim to surface by pressing the A Button. If a ledge is within reach, Wallace will automatically pull himself out of the water.
Use non-battle Items	A Button/R Trigger (refer to Weapons, Powerups, (i.e. keys, lock cutters and Items on p. 14 for a description of Items).
Activate Inventory	Hold the L Trigger to cycle through available inventory

Combat Mode Controls (default configuration)

Advance/Retreat	Press Direction Button Up/Down or Analog Thumb Pad ↑/↓.
Strafe	Press Direction Button Left/Right or Analog Thumb Pad ←/→.
Horizontal Axe Slash	X Button.
Vertical Axe Slash	A Button.
Forward Knee Kick	Y Button.
Block/Defend	B Button.
Combos	Combos are an effective combat technique against most adversaries. By experimenting with the basic attack controls, combos can be achieved.
Fatalities	A fatality is triggered by pressing X and A Buttons simultaneously while facing an enemy in a fatality state. The fatality state is present when the enemy's health bar pulses. Be careful during combat, as enemies can also inflict fatalities on you.

- Knock Down Recovery..... Continuously press the **X** Button before the enemy approaches in order to regain fighting posture. Enemies can inflict damage to the player while knocked down.
- Activate Powerup Inventory..... Hold the **L** Trigger to cycle through available inventory.
- Use Powerups..... **R** Trigger (refer to Weapons, Powerups, and Items on p.14 for a description of Powerups).
- Toggle Combat/Exploration Mode..... Hold down **L** Trigger and **R** Trigger while in Combat Mode to activate Exploration Mode. When both triggers are released, Combat Mode will resume if you are within combat range of an enemy.

Arcade Stick Configuration (Normal/Battle Mode default configuration)

- Move/Run..... Joystick.
- Open Unlocked Doors/
Vertical Axe Slash..... **A** Button.
- Jump/Horizontal Axe Slash..... **X** Button.
- Use Items/Powerups..... **C** Button.
- Block/Defend..... **B** Button.
- Kick/Forward Knee Kick..... **Y** Button.
- Activate Inventory/Activate
Powerup Inventory..... **Z** Button.
- Toggle Combat/Exploration Mode..... **C**+**Z** Buttons.

NOTE : For more specific controller instructions, refer to Exploration Mode Controls and Combat Mode Controls in Using The Controller.

PROLOGUE

A hundred years after his defeat in London, Adam Crowley is back. The sorcerer spent one whole century regaining his strength and is now preparing his masterpiece: to call up an ancestral entity of terrifying power in order to merge with it. If Crowley succeeds, he will finally embrace immortality and will soon be poised to impose his reign on Earth forever! With the aid of his Emissaries, creatures that are part of the Devourer, he plans to carry out a powerful ritual that will allow the entity to manifest itself.

One of the essential elements needed for this operation is a powerful magic artifact known as the Glyph. However, this artifact, is in the hands of the Circle, a secret organization founded by Ignatius Blackward and Nadia Fransiscus.

Crowley is quick to move on his demented plan and decides to surprise attack the Circle organization. The sorcerer massacres Ignatius and Nadia and steals the famous Glyph, thereby killing two birds with one stone. Unfortunately for Crowley, Ignatius' and Nadia's spiritual descendants have not played their last card: Herbert Wallace.

Wallace shares a relationship with Crowley that most mortals would never wish upon themselves. Kidnapped at a young age, Wallace became a laboratory test subject of Crowley. For several long and grueling years, Wallace was locked up in a cell and involved in countless lab experiments, torture, and mutilation. As each day passed, Wallace had nothing to look forward to except a new kind of torture or experimentation.

Wallace was beginning to lose his senses, as cell isolation and physical degradation was stripping him of conscious thought. Horrific nightmares haunted Wallace in his sleep and he began to wonder if his dreams were real, imagined, or somehow visions. One night, he visualized Crowley's massacre of the Circle organization in his mind, and clinging onto his last ounce of mentality, Wallace came to the conclusion that everything he endures must stop. His only solution is to hunt down the souls responsible for his unfortunate fate and settle the score in the ultimate display of revenge. It's up to Wallace to stop Crowley from accomplishing his demented plan.

STARTING THE GAME

After the introductory logos are displayed, you will see an opening movie followed by the Title Screen. The opening movie can be interrupted/skipped by pressing the START Button or A Button. When the Title Screen appears, select NEW GAME, LOAD GAME, THERAPY or OPTIONS using the Direction Button or Analog Thumb Pad. Enter the selection with the A Button. Press the B Button to return to the previous screen.



NEW GAME

Select NEW GAME to play a game from the beginning.

LOAD GAME

Select LOAD GAME to continue playing a previously saved game using data saved on a VMU. Select the desired game using the Direction Button or Analog Thumb Pad and enter your selection with the A Button. For more information on saving and loading, see page 9.

THERAPY

This is a combat training mode to get familiar with the controls and learn valuable offensive/defensive skills. In this mode, the player is given unlimited health and must fight monsters that will regenerate automatically after they die.

To quit this mode, pause the game and select quit game.

OPTIONS

Select OPTIONS to modify game settings. Game settings can also be modified during play by pressing the START Button to open a menu (refer to Options Screen in Explanation of Windows on p. 12).

WARNING: ENDING A GAME

The correct procedure when ending the game is to open the disc cover, wait for the disc to stop moving, and then turn OFF the power. The disc will continue to turn if the power is switched OFF first, and may become scratched during removal.

SAVING / LOADING A GAME

Insert a VMU into Expansion Slot 1 on the Sega Dreamcast Controller. A game can be saved at any one of the various save points scattered throughout each level. The save points are easily identified as ancient books strategically placed for collection. Approach the ancient books using the Direction Button or Analog Thumb Pad to pick up the book. Upon collection of the book the player will be provided with on-screen instructions for saving a game.



To load a game, the player must access the main menu from the Title Screen and then select LOAD GAME. Follow the on-screen instructions to restore your saved game.

Note: If the player refuses to save upon collection of the ancient book, the book is lost and the player cannot save until the next ancient book is discovered.



READING THE GAME SCREEN

UNDERSTANDING THE EXPLORATION MODE INTERFACE


Exploration Mode is the primary mode of play throughout the **NIGHTMARE CREATURES II** universe. This mode allows the player to wander throughout each level collecting powerups, health vials, keys, etc. Other control functions, such as knocking down doors, unlocking doors, running, jumping, and swimming are possible. Saving game play at designated Save Locations is also conducted in Exploration Mode.



1 Health

Represents Wallace's health. The green part of the health bar indicates the remaining health of Wallace. If the health bar becomes completely depleted, the game is over.

2 Item Inventory

Represents items collected by Wallace throughout the game for use in Exploration Mode. If one or more items are carried by Wallace, the player can choose the desired item from inventory. To select items from the available inventory, press and hold the L Trigger to cycle through available items until the desired item is shown. Press the R Trigger or  Button to use the selected item.

3 Air Gauge

When swimming underwater, this gauge indicates the remaining air of Wallace.

Save Locations

At save locations, you can save data for game play up to the current point (refer to Saving/Loading A Game on p. 9).

UNDERSTANDING THE COMBAT MODE INTERFACE

When the player gets within a certain proximity of an enemy, Combat Mode is automatically engaged. When Combat Mode is engaged, the health status bar of the targeted enemy is simultaneously activated and will appear on the upper right hand corner of the screen. When the enemy is defeated, the enemy health status bar will disappear automatically and Exploration Mode will be restored.

To activate Exploration Mode while in Combat Mode, refer to Using The Controller on p. 3. It may be necessary to exercise this tactic in order to acquire health vials, ammunition, power-ups, etc., to prevent dying in the midst of combat.



1 Health

Represents Wallace's health. The green part of the health bar indicates the remaining health of Wallace. If the health bar becomes completely depleted, the game is over.

2 Enemy Health

Represents the health status of the targeted enemy. The red part of the health bar indicates the remaining health of the targeted enemy. During multiple enemy combat, only the currently targeted enemy's health will be displayed.

3 Item Inventory

Represents items collected by Wallace throughout the game for use in Combat Mode. If one or more items are carried by Wallace, the player can choose the desired item from inventory. To select items from the available inventory, press and hold the L Trigger to cycle through available items until the desired item is shown. Press the R Trigger to use the selected item.

EXPLANATION OF WINDOWS

MAIN MENU OPTIONS SCREEN

Press the Direction Button Up/Down or Analog Thumb Pad \uparrow/\downarrow to select from the options available in the OPTIONS SCREEN. Press the \triangle Button to enter the desired option's subscreen or use the Direction Button/Analog Thumb Pad to adjust game settings. Press the \square Button to cancel your selection or return to the previous menu.



The following are options available in the OPTIONS SCREEN:

- SOUND MANAGEMENT**..... The SOUND MANAGEMENT option allows the player to adjust all sounds related to the game.
- SOUND VOLUME**..... Change the volume level of the sound effects by pressing the Direction Button Left/Right or Analog Thumb Pad \leftarrow/\rightarrow .
- MUSIC VOLUME**..... Change the volume level of the background music by pressing the Direction Button Left/Right or Analog Thumb Pad \leftarrow/\rightarrow .
- MOVIE VOLUME**..... Change the volume level of the movies by pressing the Direction Button Left/Right or Analog Thumb Pad \leftarrow/\rightarrow .
- SOUND TYPE**..... Select Mono or Stereo by pressing the Direction Button Left/Right or Analog Thumb Pad \leftarrow/\rightarrow .
- GRAPHIC QUALITY**..... Select between Realistic (i.e. Sharp) or Filtered (i.e. Smooth) graphics by pressing the Direction Button Left/Right or Analog Thumb Pad \leftarrow/\rightarrow .

- CHANGE CONTROLS**..... Select the desired controller configuration by pressing the Direction Button Left/Right or Analog Thumb Pad \leftarrow/\rightarrow .
- DIFFICULTY**..... Select the desired level of difficulty by pressing the Direction Button Left/Right or Analog Thumb Pad \leftarrow/\rightarrow .
- VIBRATIONS**..... Enable/Disable Jump Pack vibrations by pressing the Direction Button Left/Right or Analog Thumb Pad \leftarrow/\rightarrow to toggle ON/OFF.
- VIOLENCE LEVEL**..... Select the desired level of violence by pressing the Direction Button Left/Right or Analog Thumb Pad \leftarrow/\rightarrow .

PAUSE MENU

While playing you can activate the PAUSE MENU to suspend game play by pressing the Start Button. Press the Direction Button Up/Down or Analog Thumb Pad \uparrow/\downarrow to select from the options available in the PAUSE MENU. Press the \triangle Button to enter the desired option. Press the \square Button to return to the previous menu. Press the Start Button again to resume game play.



- The following are options available in the PAUSE MENU:
- RETURN TO GAME**..... Resume Game/Un-pause
- START LEVEL AGAIN**..... Restart the level. This will not return you to the most recently obtained Save Point.
- OPTIONS**..... Refer to Explanation of Windows on p. 12.
- QUIT GAME**..... Exits the current game in progress and returns to Title Screen.

WEAPONS, POWERUPS, AND ITEMS

WEAPONS

Axe.....The main weapon of choice by Wallace to get the job done.



Gun.....A modern age weapon that packs simplicity, power, and destruction with every bang. The gun can be equipped with three types of ammunition depending on the confrontation.



POWERUPS

Earth Quake.....The earth damages all monsters in view.



Gory Ultrasound.....Emits a soundwave that harms all monsters in view.



Jar of Flies.....Swarm of flies rushes to the head of the targeted monster before it graphically explodes.



To help us to continue making the hottest games for the Sega Dreamcast™, please answer these questions about *Nightmare Creatures II™*. Mail the card to us, and you could win a free Konami video game in our monthly drawing.

Each contest is open to residents of the United States only. Winner will be selected by random drawing. Void where prohibited. © 1999 Konami. All rights reserved.

Name _____

Address _____

City _____ State _____ Zip _____ Phone _____

Birth Date ____/____/____ Male ☐ Female ☐

1. Date *NIGHTMARE CREATURES II™* was purchased _____

2. Who purchased the game?

1. ☐ Mom 2. ☐ Dad 3. ☐ You
4. ☐ Grandparent 5. ☐ Friend 5. ☐ Other

3. How did you hear about this game?

1. ☐ Friend 2. ☐ TV 3. ☐ Magazine Review
4. ☐ Game Package In Store 5. ☐ Magazine Ad
6. ☐ Rented It 7. ☐ Player or Saw Demo In Store

4. What type of video games do you like?

1. ☐ Action/Arcade 2. ☐ Adventure/Role Play
3. ☐ Sports 4. ☐ Puzzle 5. ☐ Fighting

5. What are your favorite magazines?

1. ☐ Next Generation 2. ☐ Game Pro
3. ☐ PSM 4. ☐ OPM
5. ☐ EGM 6. ☐ Die Hard Game Fan
7. ☐ Game Informer 8. ☐ PS Extreme
9. ☐ Nintendo Power

6. Do you own any other game systems?

1. ☐ PC/MAC 2. ☐ PlayStation 3.
4. ☐ Game Boy 5. ☐ Nintendo 64
6. ☐ Game Boy Color

7. How many Sega Dreamcast™ games plan to purchase in the next 12 months?

1. ☐ 1-5 2. ☐ 6-8 3. ☐ 8-11
4. ☐ 12-15 5. ☐ 15 or more

8. Who else in the family plays the game?

1. ☐ Brother(s) 2. ☐ Sister(s)
3. ☐ Dad 4. ☐ Mom

9. What are your favorite hobbies?

1. ☐ Team Sports 2. ☐ Skateboarding
3. ☐ Movies 4. ☐ Arcade Games
5. ☐ Collecting

For this monthly drawing, please fill in all information about the
 Product, or include all information on a 3 x 5 card and mail to:
 P.O. Box 315, Addison, IL 60101-0315. One entry per
 mail will be mailed by mail within 60 days of drawing. This contest
 is open to residents of Illinois, Florida, Ohio and other places where prohibited in
 creative in lieu of a prize may be requested. This contest may be
 modified. No purchase necessary.

ne

14

Game Gear

do you
 this?
 12

ne?

lay

T-9504N P/N 19061



Blazing Axe Transforms Wallace's axe into a flaming axe.
 Enemies will take additional damage with
 each attack.

Hell Fire Works similar to the Jar of Flies but sets the
 enemy ablaze.

Toxic..... This powerup releases a toxic gas cloud.

Crown of Thorns..... Thorn projectiles rip into the flesh of monsters,
 causing them to bleed.

Gory Spint..... Summons a lost soul that freezes a monster
 into solid ice.

Regular Bullets..... Kills a monster with 2 to 3 shots.



15

Tracing Bullets..... Instantly kills a monster.



Explosive Bullets..... Explodes the targeted monster.



ITEMS

Total Health Vial..... Restores 100% health to Wallace.



Partial Health Vial..... Restores partial health to Wallace.



Ancient Book..... Special books that can save your current game in progress.



Keys..... Required to unlock doors.



Dynamite..... Blasts through barricades and blocked paths.



Bolt Cutter..... For those days when having keys or breaking down doors just won't cut it.



CHARACTERS

HERBERT WALLACE

Herbert Wallace was once a young handsome man, well known for his escapades in London nightlife. He was attracted by esotericism and the supernatural. He mixed with various occult groups before being noticed by the Circle. In Wallace, they saw a promising agent.

Wallace was filled with enthusiasm for his new life and teamed up with his old friend Havensmith. During one of their missions, the two accomplices discovered a branch of the Brotherhood of Hecate working towards Crowley's return. The mission was an utter failure and Wallace was taken prisoner. Declared missing, he was in fact kept by Crowley and used for his experiments. After a spectacular escape, Wallace was found roaming the streets of London and placed in a psychiatric hospital.

Wallace is a tormented young man. After being locked up in a psychiatric hospital for a long time, he remains subject to delirious, destructive visions and takes extremely violent and destructive action. His terrible past experiences left him badly scarred both mentally and physically. He is in his twenties but appears twenty years older.

Herbert Wallace was certainly promised a brilliant and eventful life but Crowley was to stop him in his stride. Frightened by his new appearance and chaotic thoughts, he is afraid of becoming a monster and having been corrupted forever by Crowley's influence and tampering. Still, he is blessed with enormous inner energy and a fury to live, making him capable of standing up against any type of ordeal.



ADAM CROWLEY

Born in London in 1635, Adam Crowley was a brilliant scientist, a doctor of medicine and a specialist of natural sciences. Bestowed with an ingenious mind, Crowley had unfortunately neither scruples nor the slightest sense of morality.

Indeed, the wicked mastermind was prepared to do anything in order to successfully carry out his experiments: he didn't care whether his guinea pigs were human or otherwise. Always looking to further his knowledge, Crowley became interested in black magic. Merging his expert knowledge of laboratory science with his new found passion in occult science, Crowley became a master of bio-sorcery and eventually took control of the Brotherhood of Hecate, which he transformed into a secret network of submissive servitors.

Crowley was obsessed by the quest for immortality and absolute power and looked for a solution that would accomplish both. In 1665, Crowley learned the existence of evil entities driven back to the ends of the earth by special rituals contained in a secret book. If Crowley could gain access to this book, he might be able to summon one of these entities and merge their powers together. Therefore he devises a plan that would span over 200 years.

In 1834, Crowley attempted to accomplish his supreme act in London by stealing the secret book. Ultimately his attempt was a failure, thwarted by the efforts of Ignatius Blackward and Nadia Franciscus. Despite his failure, Crowley understood that the key to his success lay in his union with this creature.

Physically weakened, the sorcerer used the following decades to perfect his knowledge of the Entity with which he hoped to become one. In order to impose his reign on an Earth immersed in a new age of gloom.

One century following the events of Nightmare Creatures, Crowley is ready to put his infernal plan into action...



CREDITS

Developed by:
Kalisto Entertainment

Lead Programmer
Stephane Le Dorze

Programmers
Martine Bellino
Frederic Condolo
Lionel Lemoulliec
Jean-Francois Lopez
Olivier Monsonogo
Daniel "Mike" Polydore
Loic Savel
Eric Thommerot
Gael Mouzon

AI Programmers
Thierry Dubroca
Sylvain Dufros
Pierre Leroy

Lead Artist
Pascal Barret

Level Designers
Michel Coulle
Julien Duband
Mickael Labat
Chanh Ly
Christophe Marchetti
Hugo Palasie
Daniel Roger

Objects Designer
Tariq Bellaoui

Levels Assistant
Jean Jacques Lesbazeilles

Lead Animator
Nedy Djeghdir

Animators
Marie Deschamps
Benoit Milhorat
Alice Picard
Tayfun Sezer

Additional Animations
Raphael Quimaud Boivin

Animator Assistant
Nicolas Castaing

Special Effects
Roger Rosa

Lead Cinematics
Olivier Fleurette

Cinematics Artists
Fabrice Bouvet
Sebastien Froncek
Thierry Puginier
Pascal Seguin
Jean-Philippe Savartault

Post-Production
Olivier Bailly-Maitre

Music
Fred "elmobo.com" Morle

Sound Effects
Will Davis

Management
Cyrille Fontaine
Pascal Barret
Daniel "Sadge" Miller

Production Assistant
Laurent Benhamou

Marketing
Sebastien Mathivet
Stephanie Rolland Latorzeff
Benoit Lambert

QA Manager
Pascal Lempereur

Test Manager
Jerome Antona

Lead Analyst
Frederic Buchwald
Jerome Bragne

Analyst
Arnaud Paraire
Xavier Quehen
Pascal Salngre
Romain Sotty

Produced by:
**Universal Interactive
Studios**

Producer
Jonathan E. Eubanks

Production Coordinator
Sean Krankel

Marketing Manager
Shannon Diffner

Marketing Assistant
Brian Stephens

Published by:
Konami of America
Production Manager

Ken Ogasawara

VP Marketing
Chris Mike

Brand Marketing
Manager
Rick Naylor

Product Marketing
Manager
Jason Enos

Product Marketing
Assistant
Wilson Cheng

Marketing
Communications
Manager
Cherrie McKinnon

Marketing Services
Admin
Carolina Valencia

Consumer Services
Jimi Hernandez

PMD Testers
James Hui
Jayson Ayran
Shaheed Khan
Arif Sinan
David Treackle
Ken Suzuki
Bagoon Brody

Packaging
Price Design Team

Manual Design
Price Design Team

Special Thanks
Bender/Helper Impact,
Chris Bergstresser,
Daniel Castillo,
Stephanie Cohen,
Catherine Fowler,
Makoto Ichikawa, Akira
Kinebuchi, Izora De
Lillard, Michael Lynch,
Pabulum, Linda
Stackpoole, Wieden &
Kennedy, Brad Wildes,
Tom Woodrum,
Everyone @ KOA

MUSIC CREDITS

"SUPERBEAST"

Performed by Rob Zombie

Courtesy of Geffen Records

Under License from Universal Music Enterprises

(Written by: Rob Zombie, Charles Clouser, Scott Humphrey)

©1998 WB MUSIC CORP. (ASCAP), DEMONOID DELUXE MUSIC (ASCAP), WARNER-TAMERLANE PUBLISHING CORP. (BMI), HYPERCUBE MUSIC (BMI) & GIMME BACK MY PUBLISHING (ASCAP) ADMINISTERED BY BUG MUSIC, INC. ALL RIGHTS ON BEHALF OF DEMONOID DELUXE MUSIC (ASCAP) ADMINISTERED BY WB MUSIC CORP. (ASCAP) ALL RIGHTS ON BEHALF OF HYPERCUBE MUSIC (BMI) ADMINISTERED BY WARNER-TAMERLANE PUBLISHING CORP. (BMI) ALL RIGHTS RESERVED. USED BY PERMISSION

"PERVERSION 99"

Performed by Rob Zombie

Courtesy of Geffen Records

Under License from Universal Music Enterprises

(Written by: Rob Zombie, Scott Humphrey)

©1998 WB MUSIC CORP. (ASCAP), DEMONOID DELUXE MUSIC (ASCAP), & GIMME BACK MY PUBLISHING (ASCAP) ADMINISTERED BY BUG MUSIC, INC. ALL RIGHTS ON BEHALF OF DEMONOID DELUXE MUSIC (ASCAP) ADMINISTERED BY WB MUSIC CORP. (ASCAP) ALL RIGHTS RESERVED. USED BY PERMISSION

"DEMONOID PHENOMENON"

Performed by Rob Zombie

Courtesy of Geffen Records

Under License from Universal Music Enterprises

(Written by: Rob Zombie, Scott Humphrey)

©1998 WB MUSIC CORP. (ASCAP), DEMONOID DELUXE MUSIC (ASCAP), & GIMME BACK MY PUBLISHING (ASCAP) ADMINISTERED BY BUG MUSIC, INC. ALL RIGHTS ON BEHALF OF DEMONOID DELUXE MUSIC (ASCAP) ADMINISTERED BY WB MUSIC CORP. (ASCAP) ALL RIGHTS RESERVED. USED BY PERMISSION

"SPOOKSHOW BABY" & "SPOOKSHOW BABY (BLACK LEATHER CATSUIT MIX BY RAMMSTEIN)"

Performed by Rob Zombie

Courtesy of Geffen Records

Under License from Universal Music Enterprises

(Written by: Rob Zombie, Scott Humphrey)

©1998 WB MUSIC CORP. (ASCAP), DEMONOID DELUXE MUSIC (ASCAP), & GIMME BACK MY PUBLISHING (ASCAP) ADMINISTERED BY BUG MUSIC, INC. ALL RIGHTS ON BEHALF OF DEMONOID DELUXE MUSIC (ASCAP) ADMINISTERED BY WB MUSIC CORP. (ASCAP) ALL RIGHTS RESERVED. USED BY PERMISSION

"MEET THE CREEPER" & "MEET THE CREEPER (BRUTE MAN AND WONDER GIRL MIX BY DJ LETHAL)"

Performed by Rob Zombie

Courtesy of Geffen Records

Under License from Universal Music Enterprises

(Written by: Rob Zombie, Scott Humphrey)

©1998 WB MUSIC CORP. (ASCAP), DEMONOID DELUXE MUSIC (ASCAP), & GIMME BACK MY PUBLISHING (ASCAP) ADMINISTERED BY BUG MUSIC, INC. ALL RIGHTS ON BEHALF OF DEMONOID DELUXE MUSIC (ASCAP) ADMINISTERED BY WB MUSIC CORP. (ASCAP) ALL RIGHTS RESERVED. USED BY PERMISSION

"WHAT LURKS ON CHANNEL X?"

Performed by Rob Zombie

Courtesy of Geffen Records

Under License from Universal Music Enterprises

(Written by: Rob Zombie, Scott Humphrey)

©1998 WB MUSIC CORP. (ASCAP), DEMONOID DELUXE MUSIC (ASCAP), & GIMME BACK MY PUBLISHING (ASCAP) ADMINISTERED BY BUG MUSIC, INC. ALL RIGHTS ON BEHALF OF DEMONOID DELUXE MUSIC (ASCAP) ADMINISTERED BY WB MUSIC CORP. (ASCAP) ALL RIGHTS RESERVED. USED BY PERMISSION

"RETURN OF THE PHANTOM STRANGER"

Performed by Rob Zombie

Courtesy of Geffen Records

Under License from Universal Music Enterprises

(Written by: Rob Zombie, Scott Humphrey)

©1998 WB MUSIC CORP. (ASCAP), DEMONOID DELUXE MUSIC (ASCAP), & GIMME BACK MY PUBLISHING (ASCAP) ADMINISTERED BY BUG MUSIC, INC. ALL RIGHTS ON BEHALF OF DEMONOID DELUXE MUSIC (ASCAP) ADMINISTERED BY WB MUSIC CORP. (ASCAP) ALL RIGHTS RESERVED. USED BY PERMISSION

"THE BEGINNING OF THE END"

Performed by Rob Zombie

Courtesy of Geffen Records

Under License from Universal Music Enterprises

(Written by: Rob Zombie, Scott Humphrey)

©1998 WB MUSIC CORP. (ASCAP), DEMONOID DELUXE MUSIC (ASCAP), & GIMME BACK MY PUBLISHING (ASCAP) ADMINISTERED BY BUG MUSIC, INC. ALL RIGHTS ON BEHALF OF DEMONOID DELUXE MUSIC (ASCAP) ADMINISTERED BY WB MUSIC CORP. (ASCAP) ALL RIGHTS RESERVED. USED BY PERMISSION

"CALL OF THE ZOMBIE"

Performed by Rob Zombie

Courtesy of Geffen Records

Under License from Universal Music Enterprises

(Written by: Rob Zombie, Scott Humphrey)

©1998 WB MUSIC CORP. (ASCAP), DEMONOID DELUXE MUSIC (ASCAP), & GIMME BACK MY PUBLISHING (ASCAP) ADMINISTERED BY BUG MUSIC, INC. ALL RIGHTS ON BEHALF OF DEMONOID DELUXE MUSIC (ASCAP) ALL RIGHTS RESERVED. USED BY PERMISSION

CONSUMER SUPPORT

If you need help with **NIGHTMARE CREATURES II** or any other Konami games, you can call the Konami Game Hint & Tip Line for help.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

- ☒ 95¢ per minute charge
- ☒ \$1.25 per minute support from a game counselor
- ☒ Touch tone phone required
- ☒ Minors must have parental permission before dialing

Hints are available 24 hours a day. Live support Monday-Friday 9:00 A.M. to 5:30 P.M. Pacific Time. Prices and availability subject to change. U.S. accessibility only.



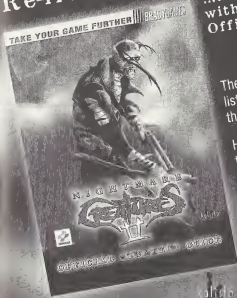
NOTES

NOTES

26

Re-live the Nightmare...

...and live to tell the tale
with the BradyGAMES
Official Strategy Guide.



The bestiary, items, and weapons
lists will help you face any evil
that confronts you.

Hundreds of screenshots to walk you
through the game and prepare you
for every level and the sinister
attempts made by Adam Crowley.

BRADYGAMES
TAKE YOUR GAME FURTHER
www.bradygames.com



www.konami.com

To purchase BradyGAMES Nightmare Creatures II™ Official Strategy Guide, visit your local
electronics, book, or software retailer or order the book via the web at www.bradygames.com.

ISBN 1-56686-915-3 • UPC 7-52073-86915-1 • Price: \$12.99 US / \$18.95 CAN / £11.50 Net UK

AT

HALLOWEEN HORROR NIGHTS®

www.universalstudios.com

Not to be distributed outside of the U.S. © 2003 Kato Pharmaceutical, Inc. Product of Shionogi and Kato Pharmaceutical, Inc. All rights reserved. Kato Pharmaceutical, Inc. is a subsidiary of Kato Pharmaceutical Co., Ltd.

Konami of America, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami product is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game pak, please call our Warranty Services number (855) 654-5587.

Konami of America, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Logo is registered in the U.S. Patent and Trademark Office. See: Greenpeace, the Greenpeace Board, the trademarks of GREENPEACE, *Project: Antarctica*, P.O. Box 3036, San Francisco, CA 94130. All Rights Reserved. Photo and Logo are made and used as the U.S.A. WARMING. Greenpeace also uses the NITIC trademark and the Greenpeace logo in other countries in North and South America (except Argentina, Paraguay and Uruguay). We do not operate with any other trademarks at the Greenpeace offices. Product covered under the name of the following U.S. Patents: 4,653,794; 4,528,776; 5,917,205; 5,225,173. (4,412,436; 4,157,184; 4,628,281; 5,768,831; 5,918,203; 5,918,204; 5,918,205; 5,918,206; 5,918,207; 5,918,208; 5,918,209; 5,918,210; 5,918,211; 5,918,212; 5,918,213; 5,918,214; 5,918,215; 5,918,216; 5,918,217; 5,918,218; 5,918,219; 5,918,220; 5,918,221; 5,918,222; 5,918,223; 5,918,224; 5,918,225; 5,918,226; 5,918,227; 5,918,228; 5,918,229; 5,918,230; 5,918,231; 5,918,232; 5,918,233; 5,918,234; 5,918,235; 5,918,236; 5,918,237; 5,918,238; 5,918,239; 5,918,240; 5,918,241; 5,918,242; 5,918,243; 5,918,244; 5,918,245; 5,918,246; 5,918,247; 5,918,248; 5,918,249; 5,918,250; 5,918,251; 5,918,252; 5,918,253; 5,918,254; 5,918,255; 5,918,256; 5,918,257; 5,918,258; 5,918,259; 5,918,260; 5,918,261; 5,918,262; 5,918,263; 5,918,264; 5,918,265; 5,918,266; 5,918,267; 5,918,268; 5,918,269; 5,918,270; 5,918,271; 5,918,272; 5,918,273; 5,918,274; 5,918,275; 5,918,276; 5,918,277; 5,918,278; 5,918,279; 5,918,280; 5,918,281; 5,918,282; 5,918,283; 5,918,284; 5,918,285; 5,918,286; 5,918,287; 5,918,288; 5,918,289; 5,918,290; 5,918,291; 5,918,292; 5,918,293; 5,918,294; 5,918,295; 5,918,296; 5,918,297; 5,918,298; 5,918,299; 5,918,300; 5,918,301; 5,918,302; 5,918,303; 5,918,304; 5,918,305; 5,918,306; 5,918,307; 5,918,308; 5,918,309; 5,918,310; 5,918,311; 5,918,312; 5,918,313; 5,918,314; 5,918,315; 5,918,316; 5,918,317; 5,918,318; 5,918,319; 5,918,320; 5,918,321; 5,918,322; 5,918,323; 5,918,324; 5,918,325; 5,918,326; 5,918,327; 5,918,328; 5,918,329; 5,918,330; 5,918,331; 5,918,332; 5,918,333; 5,918,334; 5,918,335; 5,918,336; 5,918,337; 5,918,338; 5,918,339; 5,918,340; 5,918,341; 5,918,342; 5,918,343; 5,918,344; 5,918,345; 5,918,346; 5,918,347; 5,918,348; 5,918,349; 5,918,350; 5,918,351; 5,918,352; 5,918,353; 5,918,354; 5,918,355; 5,918,356; 5,918,357; 5,918,358; 5,918,359; 5,918,360; 5,918,361; 5,918,362; 5,918,363; 5,918,364; 5,918,365; 5,918,366; 5,918,367; 5,918,368; 5,918,369; 5,918,370; 5,918,371; 5,918,372; 5,918,373; 5,918,374; 5,918,375; 5,918,376; 5,918,377; 5,918,378; 5,918,379; 5,918,380; 5,918,381; 5,918,382; 5,918,383; 5,918,384; 5,918,385; 5,918,386; 5,918,387; 5,918,388; 5,918,389; 5,918,390; 5,918,391; 5,918,392; 5,918,393; 5,918,394; 5,918,395; 5,918,396; 5,918,397; 5,918,398; 5,918,399; 5,918,400; 5,918,401; 5,918,402; 5,918,403; 5,918,404; 5,918,405; 5,918,406; 5,918,407; 5,918,408; 5,918,409; 5,918,410; 5,918,411; 5,918,412; 5,918,413; 5,918,414; 5,918,415; 5,918,416; 5,918,417; 5,918,418; 5,918,419; 5,918,420; 5,918,421; 5,918,422; 5,918,423; 5,918,424; 5,918,425; 5,918,426; 5,918,427; 5,918,428; 5,918,429; 5,918,430; 5,918,431; 5,918,432; 5,918,433; 5,918,434; 5,918,435; 5,918,436; 5,918,437; 5,918,438; 5,918,439; 5,918,440; 5,918,441; 5,918,442; 5,918,443; 5,918,444; 5,918,445; 5,918,446; 5,918,447; 5,918,448; 5,918,449; 5,918,450; 5,918,451; 5,918,452; 5,918,453; 5,918,454; 5,918,455; 5,918,456; 5,918,457; 5,918,458; 5,918,459; 5,918,460; 5,918,461; 5,918,462; 5,918,463; 5,918,464; 5,918,465; 5,918,466; 5,918,467; 5,918,468; 5,918,469; 5,918,470; 5,918,471; 5,918,472; 5,918,473; 5,918,474; 5,918,475; 5,918,476; 5,918,477; 5,918,478; 5,918,479; 5,918,480; 5,918,481; 5,918,482; 5,918,483; 5,918,484; 5,918,485; 5,918,486; 5,918,487; 5,918,488; 5,918,489; 5,918,490; 5,918,491; 5,918,492; 5,918,493; 5,918,494; 5,918,495; 5,918,496; 5,918,497; 5,918,498; 5,918,499; 5,918,500; 5,918,501; 5,918,502; 5,918,503; 5,918,504; 5,918,505; 5,918,506; 5,918,507; 5,918,508; 5,918,509; 5,918,510; 5,918,511; 5,918,512; 5,918,513; 5,918,514; 5,918,515; 5,918,516; 5,918,517; 5,918,518; 5,918,519; 5,918,520; 5,918,521; 5,918,522; 5,918,523; 5,918,524; 5,918,525; 5,918,526; 5,918,527; 5,918,528; 5,918,529; 5,918,530; 5,918,531; 5,918,532; 5,918,533; 5,918,534; 5,918,535; 5,918,536; 5,918,537; 5,918,538; 5,918,539; 5,918,540; 5,918,541; 5,918,542; 5,918,543; 5,918,544; 5,918,545; 5,918,546; 5,918,547; 5,918,548; 5,918,549; 5,918,550; 5,918,551; 5,918,552; 5,918,553; 5,91

SEGA®